

Salem Little League Minor League Softball Rules

1. A team may play with as few as 8 players but must take an out in the 9th spot in the lineup.
2. A courtesy runner may be used for a pitcher, catcher or injured player and must be a player currently not in the game on defense or last batted out.
3. Entire roster will bat and 10 players are allowed on defense.
4. A runner may leave the base after the pitcher releases the ball. A runner cannot score on an over thrown ball from the catcher or pass ball. A runner can score after a batted ball and overthrow from a fielder. No stealing during a coach pitching. If a runner is declared leaving early, They will be sent back to the occupied base (no penalty) Any runner not legally occupying a base can be put out.
5. Pitchers are allowed to move to another position including catchers position and re-enter as a pitcher anytime.
6. All players will play a minimum of (1) at bat and (6) defensive outs.
7. There shall be no head first sliding to the base going forward. Only head first sliding back to the occupied base will be allowed.
8. There will be no base on balls. A player pitcher will pitch to the batter until (4) balls have been issued. Once (4) balls have been issued and 'Time Out' has been called, the batting team's coach or assistant will enter the field and pitch to the batter. At this time, the strike count will remain the same and the batter will receive a maximum of (4) pitches from the coach pitcher. Once the batter receives 3 strikes, the batter will be called out. Once the ball is put in play, the coach will move into foul territory and will not interfere in any way with the play. There will be no stealing during this time.
9. All Minor League games are 5 innings and will have an 1:30 time limit. No inning shall start after the time limit has been reached. If there is less than 10 minutes between games, NO infield practice will be permitted. No inning shall be started after 10:00 PM.
10. Any batter throwing a bat will be warned and could be called out after throwing the bat a second time. And, could be ejected for throwing the bat a third time.
11. 5 Run Limit per inning will be enforced. The last inning will be declared open. The open inning must be declared before the Top of such inning begins.
12. Free substitutions A player may re-enter anytime.

13. **No on deck batter is allowed! AND while a team is on defense, the coaches must remain in the dugout.**
14. The batter, all base runners and players acting as a coach must wear helmets at all times.
15. In all games played for determining a tie breaker for the regular season standings and tournament games, the home team will be determined by a coin flip.
16. Mercy Rule: 15 runs after 2 ½ - 3 innings or 10 runs after 4 innings.
17. If a team has less than 9 players, they may use a call up player. (see call up procedures.)
18. Each team is allowed (3) defensive time outs per game. Does not apply to injuries.
19. If a game is called before (1) inning is completed, it shall be played completely over. If a game is called for an official game but after one inning is completed, it will resume where it was suspended. Official game is 3 ½ - 4 innings.
20. Home team will occupy 3rd base dugout and will keep the official score book. Only players in uniform, up to (3) coaches and a team manager will occupy the dugout. There will be no bat girl.
21. A play will end once a player has possession of the ball inside the pitcher's circle. If a runner has not made it half way to the next base, they will be sent back to the previous base. If a runner has advanced past the half way point and reaches safely, they then will legally occupy that base. A runner not occupying a base can be put out. This will be a judgement call by the umpire.